

CTR Master Editor

User's Manual

2017-04-17

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1 Introduction

1.1 CTR Master Editor

CTR Master Editor is a Microsoft Windows tool that automates the following tasks specific to the submission of master data for Nintendo 3DS applications.

1. Checks for issues in data registered within the application's data files
2. Creates the *Master ROM Submission Sheet* (hereafter, the submission sheet)

Because it includes these features, you must use this tool when submitting your master data.

Note: For more information about the creation of master data and the submission sheet, see the *CTR Master ROM Submission Guidelines*.

1.2 Supported Versions of the CTR-SDK

CTR Master Editor can load two types of data files: **CTR card-based software (CCI files)**, and **CTR downloadable applications (CIA files) built using CTR-SDK 0.14.9 or later**. You cannot properly load CCI and CIA files that were built using earlier versions of the CTR-SDK.

2 Installing and Uninstalling

2.1 Preparing to Install

To install CTR Master Editor, you need both Microsoft .NET Framework 3.5 Service Pack 1 (SP1) and the Microsoft .NET Framework 3.5 Japanese Language Pack. If this software is not installed on your computer, their download pages will open when you install CTR Master Editor. You can also download the software yourself from the following locations.

- Microsoft .NET Framework 3.5 SP1

<http://www.microsoft.com/en-us/download/details.aspx?id=22>

- Microsoft .NET Framework 3.5 Japanese Language Pack

<http://www.microsoft.com/downloads/details.aspx?FamilyId=C78987B9-97F4-455F-BEE7-F6BFA4AD774E>

If Microsoft .NET Framework 3.5 SP1 was not installed on your computer prior to installing CTR Master Editor, you must update .NET Framework 3.5 to Service Pack 1 (which fixes a known issue in the software). Use the link above to update to Service Pack 1.

2.2 Installing

To install CTR Master Editor:

1. Run the distributed `Installer.msi` file (for example, by double-clicking it).
2. After the installer starts, click **Next**.
3. Select a folder to install to, and then click **Next**.
4. Click **Next** again. The installation runs automatically. After it completes, click **Close**.

This procedure completes installation, creating a `MasterEditorCTR.exe` file in the folder specified in step 3. You can use this file to start CTR Master Editor. In addition, a shortcut is created on the desktop that you can use to start CTR Master Editor.

2.3 Uninstalling

To delete CTR Master Editor from your computer, you can use one of two methods.

2.3.1 Using the Installer

When you double-click the `Installer.exe` file that was used for installing, the installer starts. You can then select **Remove MasterEditorCTR** and click **Finish** to automatically run the uninstall process.

2.3.2 Using the Control Panel

From the Windows Start Menu, select **Control Panel**, and then select **Add or Remove Programs**. From the list of programs, select **MasterEditorCTR**, and then click **Remove**. When doing so, take care not to remove any other programs at the same time.

3 Before Using CTR Master Editor

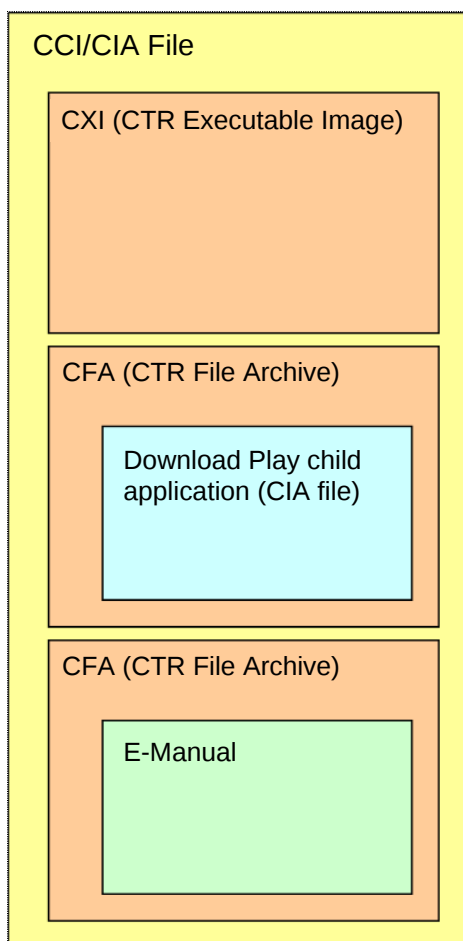
3.1 Structure of CTR Data Files

CTR Master Editor handles data files for CTR card-based software (CCI files) and for CTR downloadable applications (CIA files). The following is a description of the basic structure of these data files.

The structure of these data files is shown in Figure 3-1. CCI and CIA files comprise CXIs (CTR executable images) and CFAs (CTR file archives). A CXI file is an application's executable image; a single CCI or CIA file has only one CXI. A CFA bundles files such as Download Play child applications and e-manuals. Also, each CCI and CIA file can contain several CFA files.

CTR Master Editor displays information at the CCI, CIA, CXI, and CFA level.

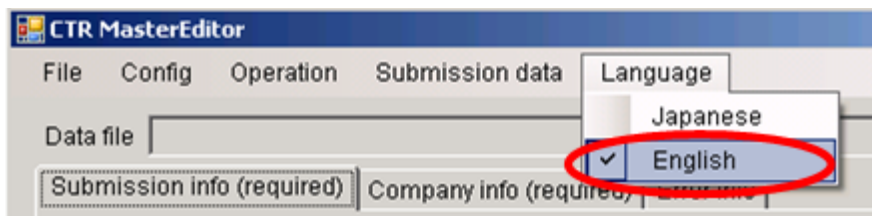
Figure 3-1 CCI and CIA File Structure



4 Settings

4.1 Language Settings

You can select the language for the interfaces of CTR Master Editor and the submission sheet to be either Japanese or English. From the menu bar at the top of the window, select the **Language** menu and then select either **Japanese** or **English** (as shown below). If you choose Japanese, however, note that the MS PGothic font must be installed on your computer. If the MS PGothic font is not installed on your computer, you cannot select Japanese.



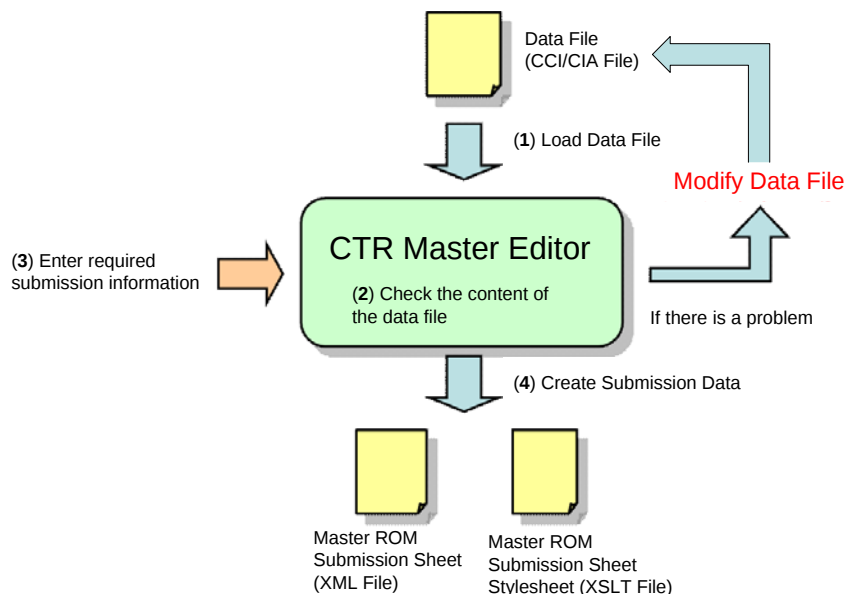
Note: To apply a change in language settings, you must exit and then restart CTR Master Editor.

5 Using CTR Master Editor

This chapter describes the basic use of CTR Master Editor. CTR Master Editor can be started by either double-clicking the executable file (MasterEditorCTR.exe) within the installation directory or the shortcut on the desktop, or by selecting the shortcut under the **All Programs** menu (**Programs** on Windows XP) within the Windows Start menu.

The following diagram shows how to use CTR Master Editor.

Figure 5-1 Using CTR Master Editor



Each of these steps is described below.

5.1 (1) Loading the Data File

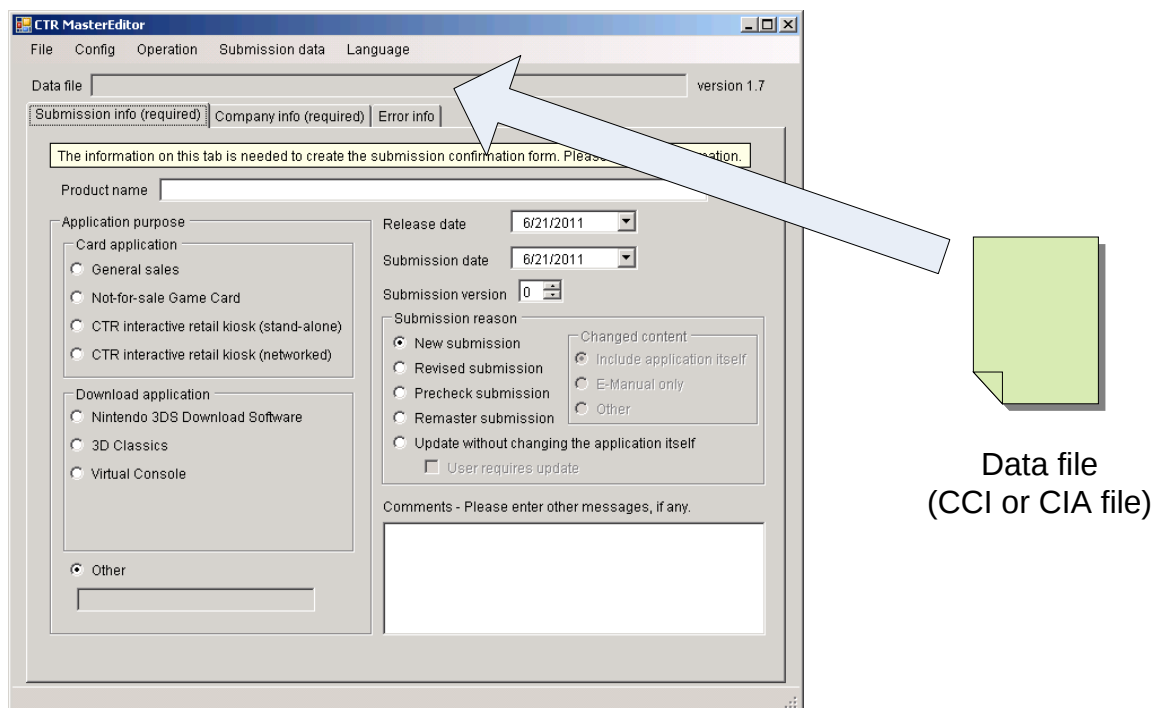
CTR Master Editor supports input for both CTR card-based software (CCI files) and CTR downloadable applications (CIA files). The following sections explain the available methods for loading these data files.

Note: The file extension determines whether an input data file is a CCI file or a CIA file. If the extension is `.cci`, it is determined to be a CCI file. If it is `.cia`, it is determined to be a CIA file. Files with capital letter extensions (`.CCI/.CIA`) and any other file extensions are not loaded.

It may take some time to load large data files. The state of the loading process is shown by the progress bar at the bottom of the window.

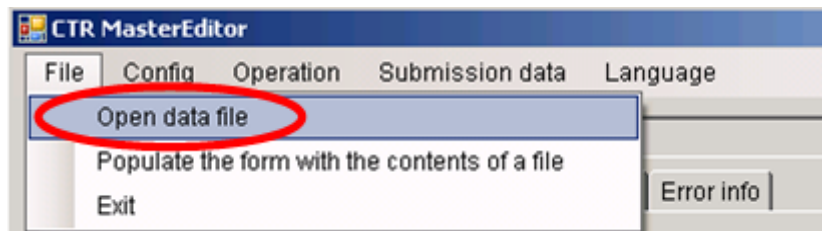
5.1.1 Dragging Files to Load

You can also drag data files to the CTR Master Editor window or to the shortcut created during installation to load the target data file (as in the following figure).



5.1.2 Loading With Menu Selection

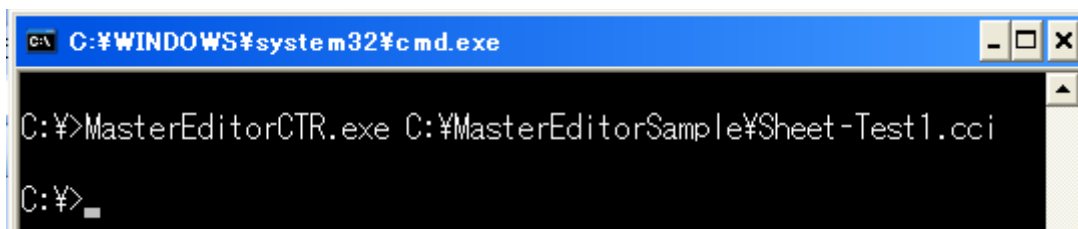
To select the data file you want to load, from the **File** menu, select **Open data file** (see below). A file selection dialog box is displayed.



5.1.3 Loading With a Command-Line Specification

The CTR Master Editor can be started from the command line. To load a data file at the same time, specify an input data file as a command-line argument when you start the tool (as in the following screenshot).

The CTR Master Editor tool also has a command-line version. For more information, see 5.5.8 Command-Line Tool.



5.2 (2) Checking the Content of the Data File

5.2.1 Checking the Content of the Application

After you load the data file into CTR Master Editor, tabs corresponding to the content within **Basic info (CCI)**, **Basic info (CIA)**, **CXI**, and **CFA** are displayed. In addition, if the data file has issues that need revision, these issues are displayed as errors in the **Error info** tab. For more information about each tab, see 6 Description of the Interface.

Note: Make sure to fix your data file when there are errors. You cannot fix your data file within CTR Master Editor. You must change the settings and re-create the data file.

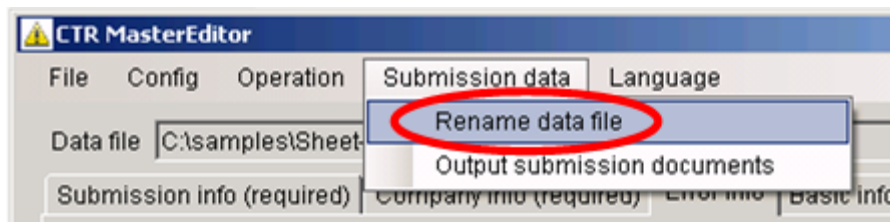
5.2.2 Checking the Content of the Download Play Child Application

When the data file is an application that supports Download Play, you must also check the Download Play child application (bundled within the data file) for errors. Section 6.3 Error Information describes the errors displayed for Download Play child applications. Section 6.7 CFA describes how to check detailed information for Download Play child applications.

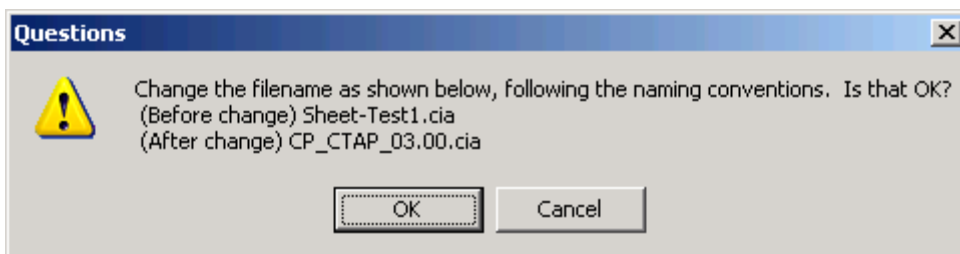
5.2.3 Changing the Name of the Data File to Follow Naming Rules

When submitting the master data, you must change the filenames of the master data to use a format that follows the naming rules determined by Nintendo. For more information about these naming rules, see the *CTR Master ROM Submission Guidelines*.

If the loaded data file is not named in accordance with the naming rules, this fact is noted in the **Error Info** tab. To change the name, in the **CTR MasterEditor** window, in the **Submission data** menu, select **Rename data file**.



The name of the file before and after the change are both displayed. Confirm the change and click **OK** to complete changing the filename.



After the filename has been changed, CTR Master Editor automatically opens the data file. Confirm that the notification of a filename error is no longer shown in the **Error Info** tab.

Note: The naming rules for master data filenames depend on the values entered for the **Submission reason** and **Submission version** items in the **Submission info (required)** tab and the application's **Product code**, **Remaster Version**, **Index**, and other items in the **CXI 1** tab. If you are changing the filename, set the values correctly in these items first, and then execute **Rename data file**.

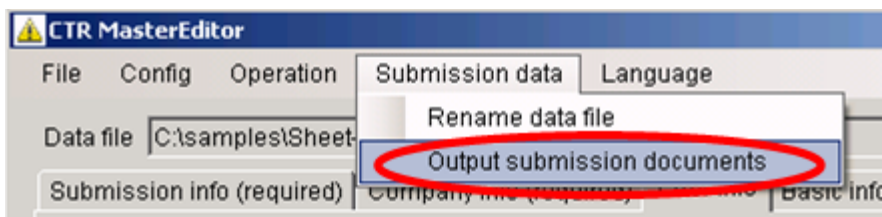
5.3 (3) Entering Required Submission Information

You can enter the information to register on the submission sheet. Enter the necessary information on the **Submission info (required)** and the **Company info (required)** tabs. If mistakes or incomplete entries are made, they are displayed as issues on the **Error info** tab. For more information about the input fields for each tab, see 6 Description of the Interface.

5.4 (4) Creating Submission Data

The submission data needed to submit your master data is created when you select **Output submission documents** from the **Submission data** menu (as shown below).

When submitting master data, make sure to also submit the submission data created with the procedure described previously.



The following two pieces of submission data are created.

1. The *Master ROM Submission Sheet* (an XML file)

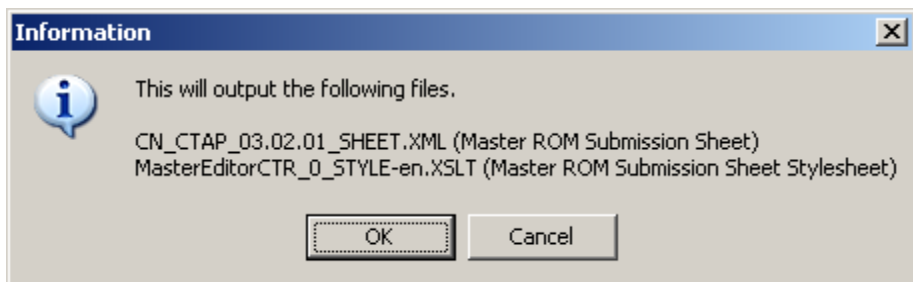
A submission sheet that includes the information from the loaded data file and the information entered by the submitter.

2. The *Master ROM Submission Sheet Stylesheet* (an XSLT file)

The stylesheet needed to display the submission sheet in a web browser.

When you click **OK** in the following dialog box, you can select the folder where the submission data is saved. Selecting **Cancel** cancels the creation of the submission data. The filenames for the submission data are automatically assigned as specified in the *CTR Master ROM Submission Guidelines*.

Note: However, when there is not enough information to get the correct filename (for example, when the product code is invalid), the filename is set based on the name of the data file.



Note: If files of the same name as the submission data already exist, a message confirming that you want to overwrite them appears. To overwrite the files, select **OK**; otherwise, select **Cancel** to cancel the creation of the submission data.

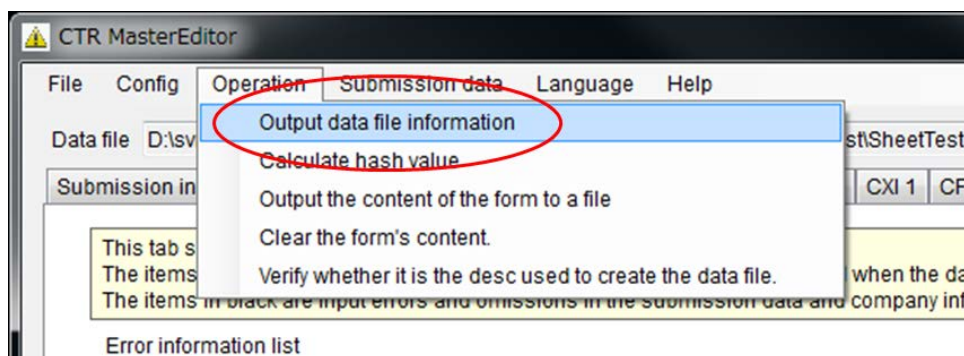
The created submission sheet can be opened in a web browser.

Note: The submission sheet may not display correctly depending on the browser you use. In addition, it will not display correctly if the *Master ROM Submission Sheet Stylesheet* is not in the same folder as the submission sheet.

5.5 Other Features

5.5.1 Outputting the Contents of the Data File

To output a complete set of information about the data file shown on CTR Master Editor to HTML files, from the **Operation** menu, select **Output data file information** (as shown in the following figure).



After you have selected this item from the menu bar and chosen a destination folder for the files, a folder named [Data filename].INFO is created in the specified folder. This folder contains a file named index.html along with other folders that have the same names as those shown in the **CXI** and **CFA** tabs of CTR Master Editor.

Note: The contents of the **Submission info (required)** and **Company info (required)** tabs are not output. Any folder with the same name in the specified folder will be overwritten.

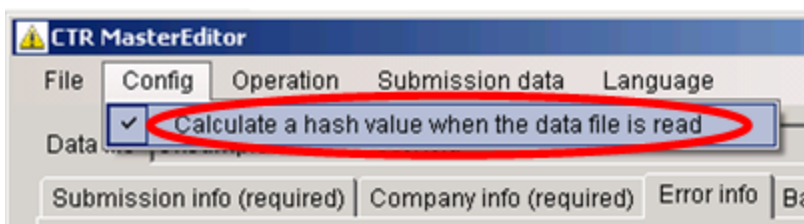
The `index.html` file contains the contents of the data file, so you can use your browser software to open this file and check the contents of the data file.

If the data file is an application that distributes downloadable data, outputting the data file to an HTML file also outputs the contents of any Download Play child program. The `index.html` file lists the Download Play child programs of the application and the names are hyperlinked so that the contents of any Download Play child program can be browsed by clicking on the link.

When the data file is add-on content, the title name, description, and corresponding icon for each content item are displayed in a list for each language.

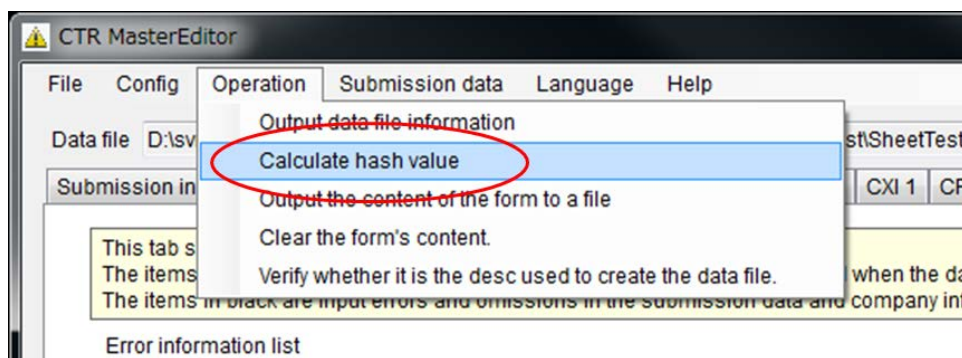
5.5.2 Selecting Whether to Calculate Hash Values When Loading Data Files

When CTR Master Editor loads a data file, it parses the file and calculates the various hash values. To calculate a hash value, from the **Config** menu, select **Calculate a hash value when the data file is read** (as shown in the following figure).



When this menu item is selected, the program parses the data file and then calculates the hash value when the file is loaded. When it is not selected, it only parses the data file, and does not calculate the hash value.

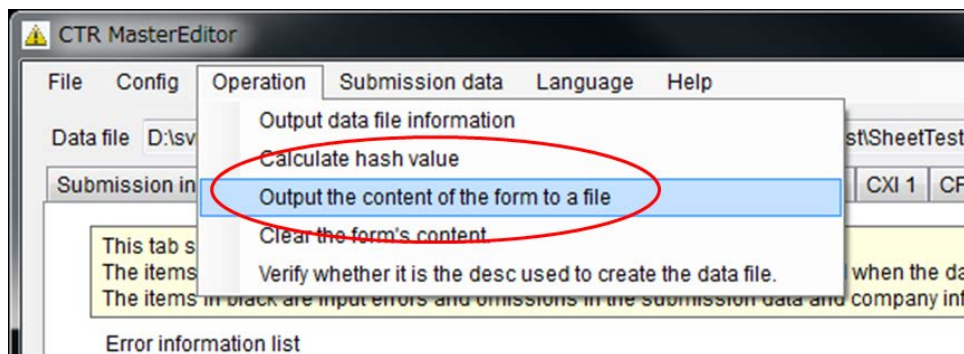
To calculate the hash value at any time, from the **Operation** menu, select **Calculate hash value**.



Note: You must include the hash value for the data file in your submission sheet. When submitting your master data, make sure to calculate the hash value before outputting your submission sheet.

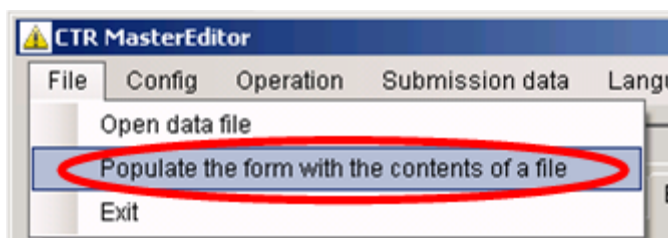
5.5.3 Outputting the Content of a Form

To output all the content of the CTR Master Editor forms on the **Submission info (required)** and **Company info (required)** tabs to a file (which you can then load into CTR Master Editor to populate your form), from the **Operation** menu, select **Output the content of the form to a file** (as shown in the following figure).



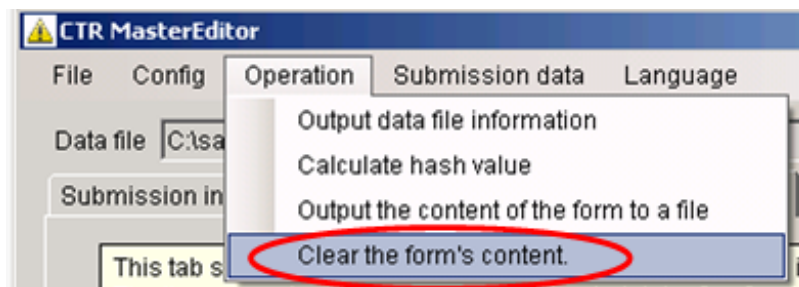
The content on the **Submission info (required)** and **Company info (required)** tabs is output to the file.

After you have output a file, to load it into CTR Master Editor, from the **File** menu, select **Populate the form with the contents of a file**. You can either specify the file you want to load (as shown in the following figure), or drag it to the form.



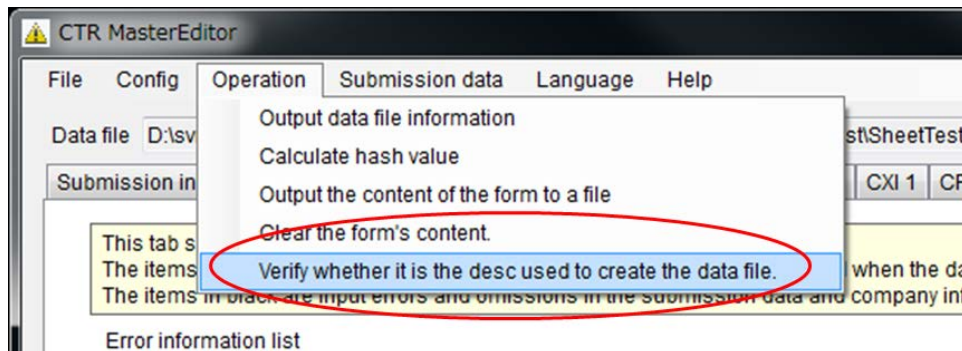
5.5.4 Clearing a Form

You can clear all contents from the CTR Master Editor forms on the **Submission info (required)** and **Company info (required)** tabs. From the **Operation** menu, select **Clear the form's content** (as shown in the following figure).



5.5.5 Verifying Whether a desc Was Used to Create the Data File

You can specify a desc and verify whether it was used to create the loaded data file. From the menu bar, select **Operation** > **Verify whether it is the desc used to create the data file** (as in the following figure).



The verification results are reported in a dialog box.

The results of the last verification are included in the HTML that is exported from **Operation** > **Output data file information**.

5.5.6 Saving Submission Information

The information entered into the **Submission info** form in CTR Master Editor is saved along with the product code from the currently loaded data file. The next time a data file with the same product code is loaded, the information is restored.

5.5.7 Saving Company Information

The information entered into the **Company info** form in CTR Master Editor is saved when CTR Master Editor exits. The next time CTR Master Editor starts, the information is restored.

5.5.8 Command-Line Tool

The CTR Master Editor tool includes the MasterEditorCTR-CommandLine.exe executable file as the command-line version for generating data for submission.

Enter MasterEditorCTR-CommandLine.exe --help on the command line to run the tool and display use instructions.

Note: Make sure that you check the content of the output data files when generating your submission data using the command-line tool. Run the tool and specify the -d option for output as described in 5.5.1 Outputting the Contents of the Data File. This allows you to check the details of the data files and the content of the errors.

6 Description of the Interface

This chapter describes the interface of the CTR Master Editor screen.

6.1 Submission Information

Each of the fields within the **Submission info (required)** tab is a required entry. The information in these fields is required for the management of your master data and your software. **For more information about the content to be input in each field, see the *CTR Master ROM Submission Guidelines*.**

The following describes the fields noted in this figure.

1. Product name

Enter the application's product name.

2. Application purpose

Select the option that most closely matches your application's purpose. Your options vary with the type of application.

a) Card application (CCI)

i) General sales

Select this option when your title is to be sold in stores, through direct sales, or in catalog sales. This option is available only for card-based software. If you select this option, also select from among the following sales methods.

Note: Select all sales methods that use the submitted master data. Preparations will not be made for sales methods that are not selected. If you plan to support a sales method in the future, do not select it now, but instead make a note to that effect in the **Comments** field.

- **Card sales**

Select this option if you are producing and selling the application as a card. If this option is not selected, it is handled as a master ROM for which no card is produced.

- **Download sales**

Select this option if you are selling the downloadable application from Nintendo eShop.

ii) Not-for-sale Game Card

Select this option when your title is to be used by cards that are not available for purchase. This option is available only for card-based software.

iii) CTR interactive retail kiosk (stand-alone)

Select this option when your title is to be used by stand-alone CTR interactive retail kiosks. For more information about CTR interactive retail kiosks, see the *Nintendo 3DS Demo Creation Guidelines: Integrated Version*. This option is available only for card-based software.

iv) CTR interactive retail kiosk (networked)

Select this option when your title is to be used with the networked CTR interactive retail kiosk. For more information about networked CTR interactive retail kiosks, see the *Nintendo 3DS Demo Creation Guidelines: Integrated Version*. This option is available only for card-based software.

b) Download Applications (CIA)

i) Nintendo 3DS Download Software

Select this option when your title is to be sold via the Nintendo eShop. This option is available only for downloadable applications.

ii) 3D Classics

Select this option for 3D Classic software. This option is available only for downloadable applications.

iii) Virtual Console

Select this option for Virtual Console software. This option is available only for downloadable applications.

iv) Downloadable Demo

Select this option for Downloadable Demos. This selection is available only for downloadable applications that have been built as downloadable demos.

v) Add-On contents

Select this option for add-on content. This selection is available only for CIA files that have been built as add-on content.

vi) Patch

Select this option for a patch. This selection is available only for CIA files that have been built as a patch.

c) Other

Select this option when your title does not fit any of the other choices. In this case, enter an appropriate description of the **Application purpose** in the text box provided. This option is available for both card-based software and downloadable applications.

Note: Only select **Other** when there is no appropriate **Application purpose**. For all other cases, it is prohibited to select **Other** and submit a master ROM.

3. Release date

Enter the application's planned release date. For patches, enter the patch's planned release date.

This information is only for reference, so these dates can be estimates.

4. Submission date

Enter the date on which you will submit the submission data.

5. Submission version

Enter your application's submission version. The version is 0 when you submit a remaster version of an application for the first time, and increments by one each time you resubmit the same remaster version. The next option, **Submission reason**, gives cautions on attaching the submission version to each of the reasons for the submission.

6. Submission reason

Select one of the following reasons for your submission.

a) New submission

Select this option for your first submission for Lotcheck approval (not for a **Precheck submission**) when your application's remaster version is 0.

Also enter your **Submission version**, which is normally 0 for a **New submission**. If you have used **Precheck submission** for the same remaster version, increment the last submission version by 1.

Note: Select **Remaster submission** for the initial submission of a patch. Select **Revised submission** for subsequent revisions to a patch.

b) Revised submission

Select this option after a **New submission** or a **Remaster submission** if the previous submission failed Lotcheck, and you're resubmitting the application for Lotcheck approval.

Also select the appropriate item under **Changed content**.

Enter the appropriate **Submission version** number. Enter a number one greater than the version of your last submission.

Note: Do not select **Revised submission** if you are resubmitting an **Update without changing the application itself** or a **Precheck submission**.

c) Precheck submission

Select this option when submitting a precheck version.

Primarily, select this option when submitting a build that is close to the final build state and has all main functionality implemented, but is not ready to be submitted as a master version for Lotcheck approval.

Additionally, select this option if you want Lotcheck to test your data files for specific guideline compliance or bug fixes prior to a master version submission or resubmission.

Also enter the appropriate **Submission version** number. This number is 0 for the first submission and must be incremented by one for each precheck submission.

d) Remaster submission

Select this option for the first submission of an update that will increment the remaster version of an application that has already been released or manufactured. The following are examples of updates for remaster submissions.

- The addition of new difficulty levels or stages
- Bug fixes to the application itself or to Download Play child applications
- Patches

Enter the submission version, which is normally 0 for a **Remaster submission**. However, if you have used **Precheck submission** for the same remaster version, increment the submission version number by 1.

Note: This **Submission reason** applies to any card-based software after the process of manufacturing its Game Cards has begun and to any downloadable application after it has been registered with the Nintendo eShop. At any earlier time, select **Revised submission** for revisions similar to the examples. To determine whether manufacturing has begun for your card-based software, contact your Nintendo support representative. Downloadable applications are normally registered with the Nintendo eShop when you are notified that they passed Lotcheck.

e) Update without changing the application itself

Select this option if your software has already been manufactured and released and the update will not change the application itself, which in this case indicates everything related to running the game—including Download Play child applications. The following is an example of an update that does not change the application itself.

- The addition of new languages supported by the e-manual.

When performing this type of update, select the appropriate item under **Changed content**. For a downloadable application, use the **User requires update** field to specify whether users who bought an earlier version of the application need to receive this update.

Select this option again if you resubmit your application because it failed a guidelines check, Lotcheck, or some other test for a previous **Update without changing the application itself** submission.

Also enter the **Submission version**. Increment the **Submission version** from your last submission.

Note: Like **Remaster submission**, this **Submission reason** applies to any card-based software after the process of manufacturing its Game Cards has begun and to any downloadable application after it has been registered with the Nintendo eShop. At any earlier time, select **Revised submission** for revisions similar to the examples. To determine whether manufacturing has begun for your card-based software, contact your Nintendo support representative. Downloadable applications are normally registered with the Nintendo eShop when you are notified that they passed Lotcheck.

7. Changed content

If you are making a **Revised submission** or **Update without changing the application itself**, select the option that best describes the changes since your last submission.

a) Include application itself

Select this option if your revision includes changes to the application itself. Note that revisions to Download Play child applications also count as revisions to the application itself.

b) E-Manual only

Select this option if you have only revised the e-manual that comes with the application, but you have made no changes to the application itself.

c) Other

Select this option if neither of the previous choices applies. If you select this item, enter the changed content and detailed information about the changes in the **Comments** field.

8. User requires update

If you are making an **Update without changing the application itself**, select this check box if users who have purchased an earlier version of the application need to receive the update. These users are notified of and can receive the application update from the Nintendo eShop.

Do not select this check box if users who have purchased the application do not require the update. If the check box is cleared, users who have already purchased the application will not be notified of the update and their application will not be updated.

The following are examples of how to use this field.

Users need updates when the support phone number in an e-manual has changed. Users need to receive the e-manual with the new phone number because the old number will no longer work.

Users do *not* need updates for additional languages supported by e-manuals. Earlier versions of applications released in North America only supported English e-manuals, and although the current update supports e-manuals in other languages, it was determined that users who are already satisfied with the English e-manuals would not see a need to receive this update.

Note: After you have selected **User requires update** and submitted your application, you cannot clear this check box until the title is released. If you have cleared this check box and submitted your application but then fail Lotcheck, however, you may select this check box when you re-submit your application. Nintendo also does not allow 16 consecutive updates with this check box cleared.

9. Comments

Enter any information you would like to share with Nintendo.

6.2 Company Information

The **Company info (required)** tab fields are required entries. Nintendo needs this information to contact you.

The following describes the fields noted in the figure.

1. Company code

Enter the four-digit company code specified by Nintendo.

2. Contact 1

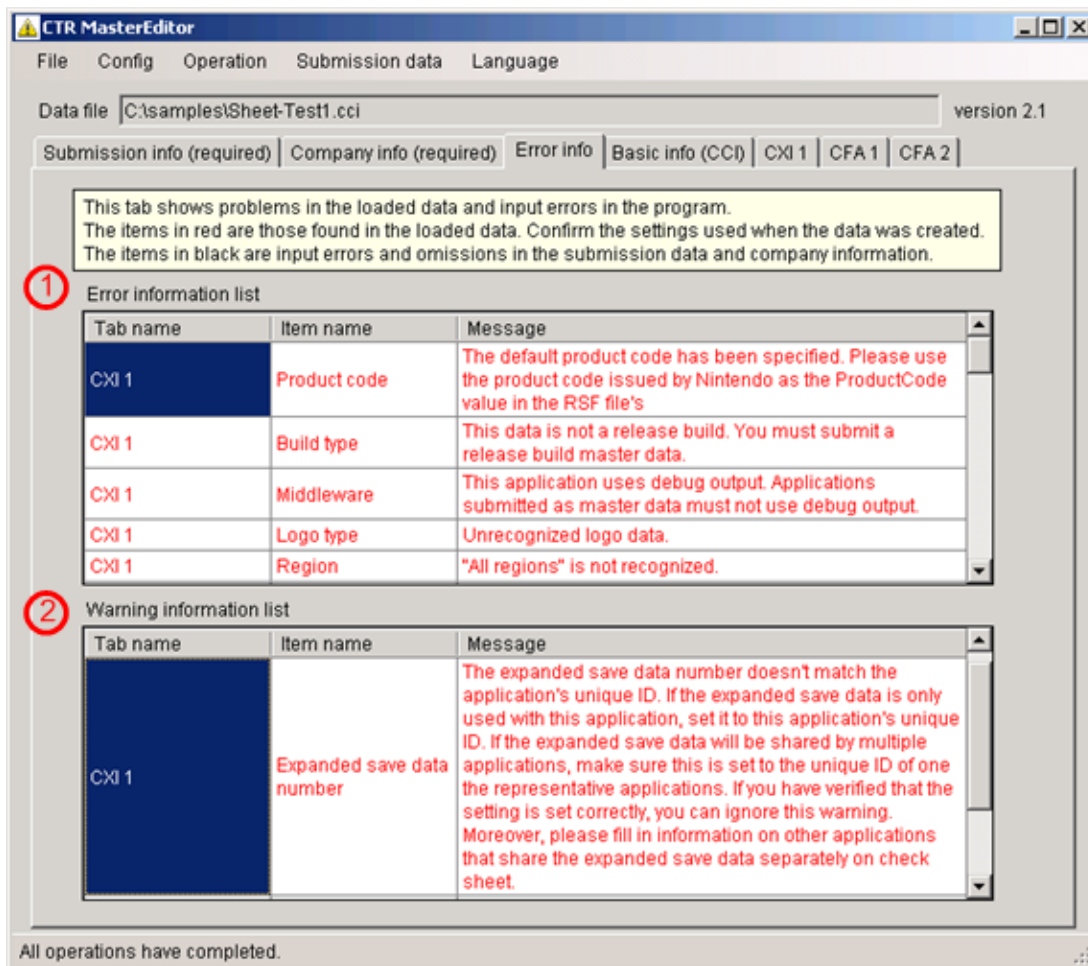
Nintendo may want to contact you about your application's specifications. Enter the appropriate contact information.

3. Contact 2

When there is a possibility that the contact listed in **Contact 1** might be unavailable at some times, select the **Enter Contact 2 (Optional)** check box, and then enter contact information for a separate contact.

6.3 Error Information

When the loaded data file has issues or information is missing, these issues are displayed on the **Error info** tab. The displayed issues are divided into the **Error information list** (indicated by **1** in the following figure) and the **Warning information list** (indicated by **2** in the figure). The error information list contains issues from both the loaded data file and the entered information. **As a general rule, you must fix all errors.** Although it is not necessary to fix the issues that appear in the warning information list, because issues that require caution are listed there, confirm whether they are serious issues for your data file.



The CTR Master Editor classifies the display of errors and warnings into two types.

1. Issues occurring in the loaded data (displayed in red)

To fix these issues, you must change the build settings and then re-create the data file.

2. Issues that involve incorrect or missing input and do not require revisions to the data file (displayed in black)

Indicates **Submission info** and **Company info** input errors and missing input, and also problems that can be resolved without revising the data files.

Errors and warnings include the following content.

- **Tab name**

The tab where the issue is occurring.

- **Item name**

The name of the item where the issue is occurring.

- **Message**

Details of the issue.

6.3.1 Confirming Issues in Download Play Child Applications When an Application Supports Download Play

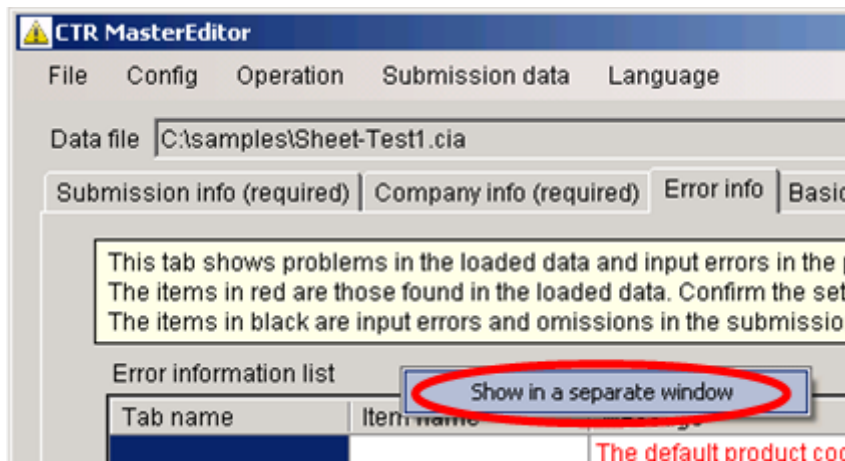
If a data file is an application that distributes downloadable data, it bundles Download Play child applications. When these Download Play child applications have issues, the following indications are displayed in the **Error information list** to help specify each issue.

- Under **Tab name**, **CFA** indicates where the target child application is bundled.
- Under **Message**, the text includes the filename of the child application.

For more information about the error information displayed for Download Play child applications, see 6.7 CFA.

6.3.2 Displaying the Error info Tab in a Separate Window

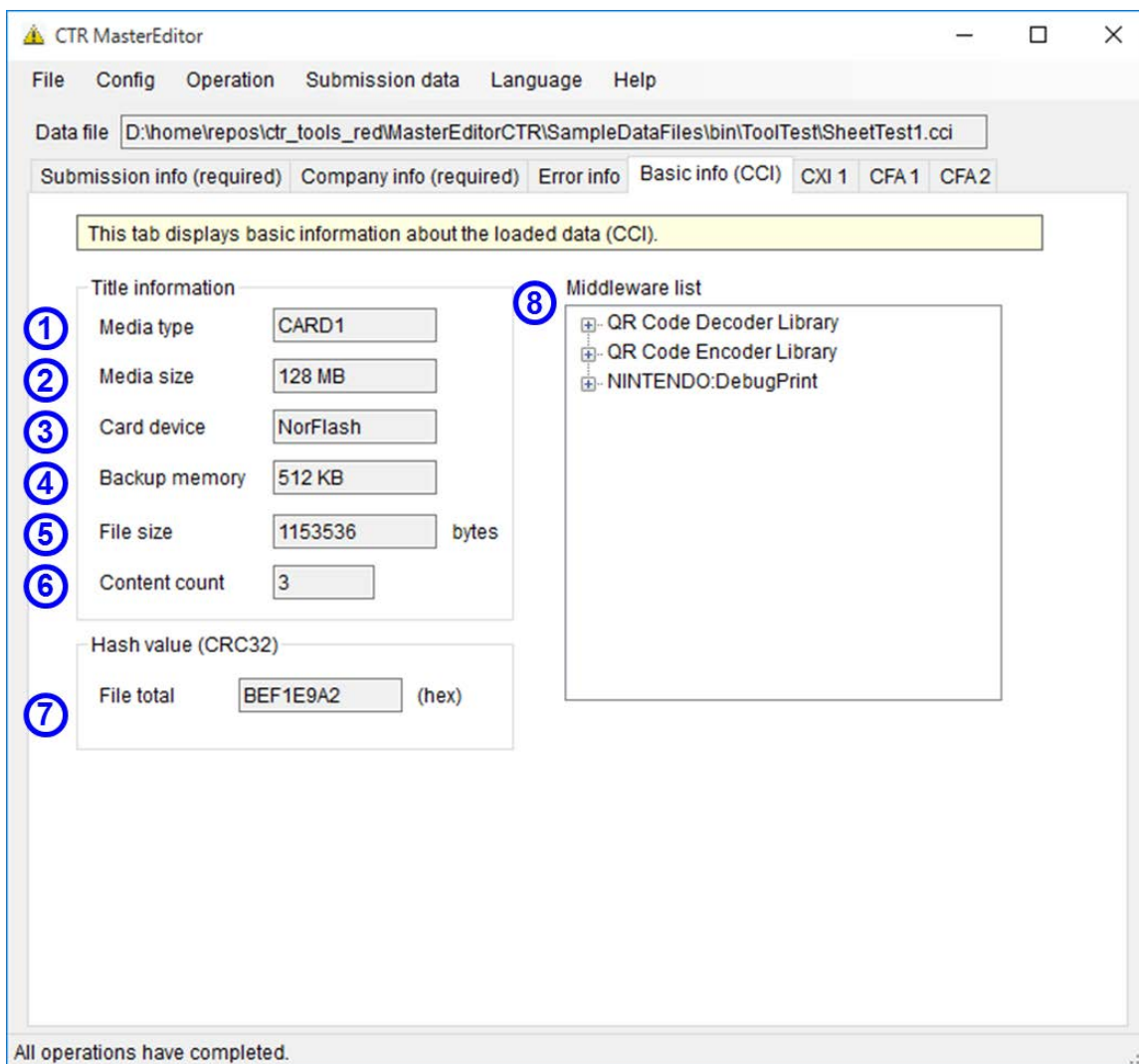
When you want to review error information against the various other types of information in the data file, you can display the content of the **Error info** tab in a separate window from the main window. On the **Error info** tab, right-click and then select **Show in a separate window** (as shown below) on the shortcut menu.



To return the display from the separate window to the main window's **Error info** tab, either close the separate window or, on the **Error info** tab, right-click and select **Restore to original window** on the shortcut menu.

6.4 Basic Information (CCI)

The **Basic info (CCI)** tab displays part of the information held by a CCI file when the data file loaded is a CCI file. Use it to confirm the data file's specifications. When the data file is a CIA file, this tab is not displayed. **Each of the items are configured (by an RSF, BSF, or other file) when the data file is created.** Any issues are displayed in the **Error info** tab. Some of the items are included in the submission sheet. For more information about each of the items and on how they are configured, see the documentation included with the CTR-SDK.



1. Media type

Displays the card type. There are two types: CARD1 and CARD2.

2. Media size

The capacity of the produced ROM card. A specifiable capacity must be specified. The specifiable capacity differs according to the card type.

This item is configured from BasicInfo -> MediaSize in the RSF file.

3. Card device (added in CTR-SDK 2.0)

The type of device installed on the card.

You can set this item with `CardInfo` -> `CardDevice` in the RSF file.

4. Backup memory

The size of the backup memory.

You can set this item with `Rom` -> `SaveDataSize` in the RSF file.

5. File size

The size of the CCI file.

6. Content count

The total number of CXIs and CFAs within the CCI file.

7. Hash value (CRC32)

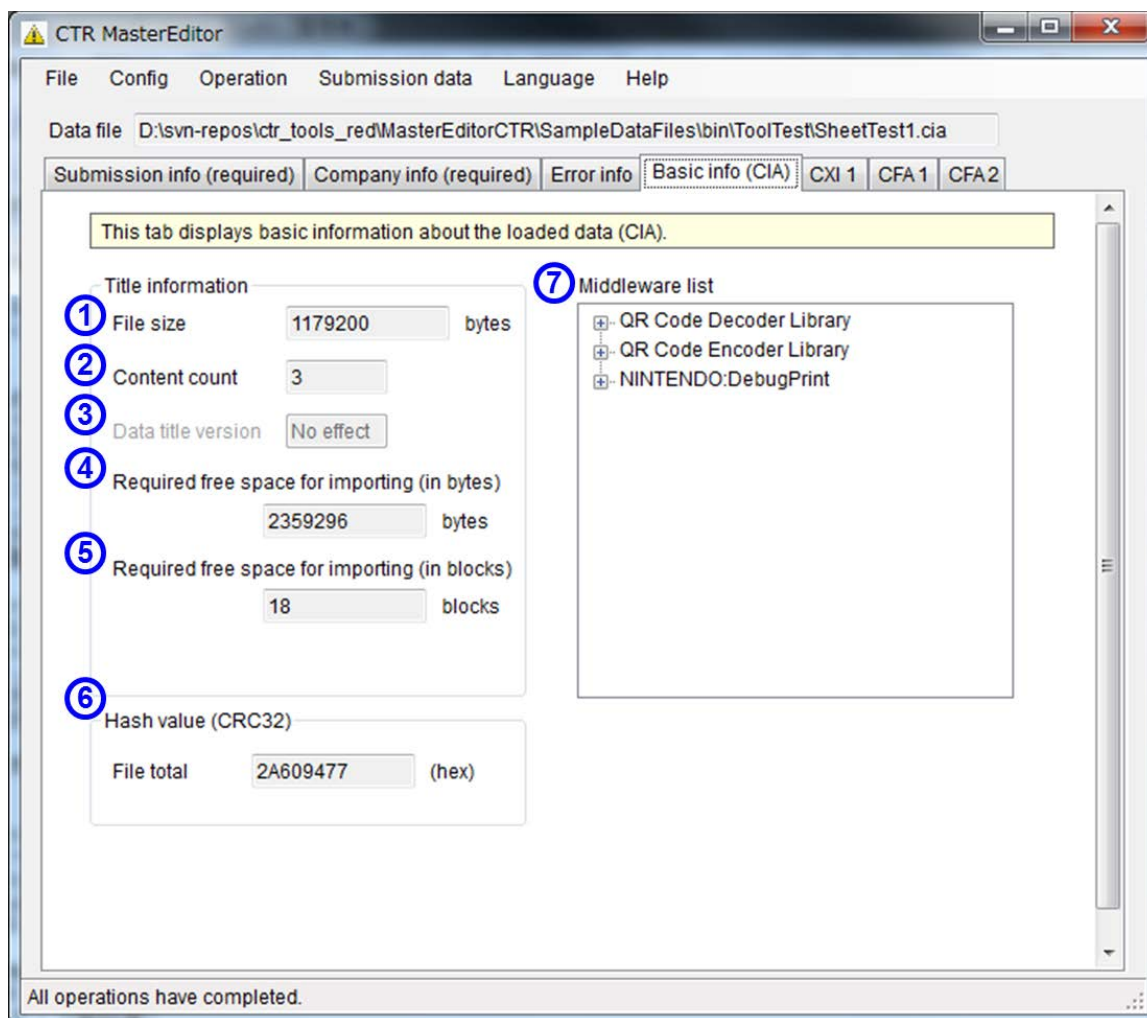
An eight-digit hexadecimal number representing the CRC32 value calculated from the entire CCI file.

8. Middleware list

A list of the middleware used by the application in tree format. The content displayed for each element is, in order from the top, the middleware's name, the company name, the library name, and the list of applications using the middleware. Wherever the middleware has no name, the "company name:library name" string is displayed. For the list of **Applications using this middleware**, each application's unique ID, index, and the application's type (see 6.6 CXI) is displayed, allowing you to identify whether it is the application itself that is using the middleware or a Download Play child application.

6.5 Basic Information (CIA)

The **Basic info (CIA)** tab displays part of information held by a CIA file when the data file loaded is a CIA file. Use it to confirm the data file's specifications. When the data file is a CCI file, this tab is not displayed. **Each of the items are configured (by an RSF, BSF, or other file) when the data file is created.** Any issues are displayed in the **Error info** tab. Some of the items are included in the submission sheet. For more information about each of the items and on how they are configured, see the documentation included with the CTR-SDK.



1. File size

The size of the CIA file.

2. Content count

The total number of CXIs and CFAs within the CIA file.

3. Data title version

The data title version. This option is enabled only for add-on content.

4. Required free space for importing (in bytes)

The space (in units of bytes) required in order to import an application to the CTR system.

5. Required free space for importing (in blocks)

The space (in units of blocks) required in order to import an application to the CTR system.

6. Hash value (CRC32)

An eight-digit hexadecimal number representing the CRC32 value calculated from the entire CIA file.

7. Middleware list

A list of the middleware used by the application in tree format. The content displayed for each element is, in order from the top, the middleware's name, the company name, the library name, and the list of applications using the middleware. Wherever the middleware has no name, the "company name:library name" string is displayed. For the list of **Applications using this middleware**, each application's unique ID, index and the application's type (see 6.6 CXI) is displayed, allowing you to identify whether it is the application itself that is using the middleware or a Download Play child application.

6.6 CXI

The **CXI** tab displays some of the information held by the CXI that exists within the loaded data file. Use it to confirm the data file's specifications. **Each of the items are configured (by an RSF, BSF, or other file) when the data file is created.** Any issues are displayed in the **Error info** tab. Some of the items are included in the submission sheet. For more information about each of the items and on how they are configured, see the documentation included with the CTR-SDK.

CTR MasterEditor

File Config Operation Submission data Language Help

Data file: D:\home\repos\ctr_tools_red\MasterEditor\CTR\SampleDataFiles\bin\ToolTest\SheetTest1.cia

Submission info (required) Company info (required) Error info Basic info (CIA) CXI 1 CFA 1 CFA 2

This tab displays information about a single CTR executable image (CXI) in the data.

1 Content index 0

2 Content type Executable content without ROMFS

3 Common information

4 Product code CTR-P-ABCD

5 Unique ID BBBB (hex)

6 Index 0

7 Application type Normal application

8 Content size 457216 bytes

9 Hash value (CRC32)

10 Content total 3F4411D8 (hex)

11 Additional information

12 Remaster version 1

13 Save data size 512 KB

14 Expanded save data number BEEFB (hex)

15 Expanded save data id (hex) 0000000000BEEFB

16 Logo type Nintendo

17 CPU clock ☐ Triple speed possible

18 Region and rating information

19 Region ☒ Japan ☒ USA ☒ Europe+Australia

20 ☒ China ☒ South Korea ☒ Taiwan

21 ☐ Rating not required

22 CERO A (all ages)

23 ESRB M (ages 17 and over)

24 USK Ages 6 and over

25 PEGI (General) Ages 3 and over

26 PEGI Portugal Ages 4 and over

27 PEGI (General) / BBFC Ages 8 and over

28 COB PG

29 GRB Ages 15 and over

30 CGSRR Counsel 12+

31 HOME Menu display information

32 ☒ EULA ☒ ULCD

33 ☒ ExBanner ☒ SaveData

34 ☒ AutoSave ☒ AutoBoot

35 ☒ DisableSaveDataBackup

36 ☐ EnableMiiverseJumpArgs

37 ☐ SNAKEOnly

38 Title name Show

39 CecUniqueld EADB (hex)

40 StreetPass ID DEADBEEF (hex)

41 JoinGameId 000BBBBB (hex)

42 JoinGameModeMask F000E000D000C000 (hex)

43 ISBN

44 HTDJH

45 XCSZ_L

46 XCSZ_R

47 Access control information

48 File system

49 ☒ Debug ☒ Direct SDMC

50 ☒ Direct SDMC (Write only)

51 ☒ UseOtherVariationSaveData

52 OtherUserSaveDataId1 ABCDE (hex)

53 OtherUserSaveDataId2 12345 (hex)

54 OtherUserSaveDataId3 09876 (hex)

55 AccessibleSaveDataIds

56 (hex) (hex)

57 (hex) (hex)

58 (hex) (hex)

All operations have completed.

1. Content index

The index position of the CXI within the CCI file or the CIA file. This value is automatically set by the build system and is normally indicated as 0.

2. Content type

The CXI type. There are the following two types.

a) Executable content without ROMFS

A CXI without a ROMFS.

b) Executable content

A CXI with a ROMFS.

Common Information

3. Product code

A code (specified by Nintendo) of up to 16 characters in length that identifies each application. The product code is a fixed application code assigned for each application. Confirm that the code displayed here matches the product code specified by Nintendo.

This item is configured from BasicInfo -> ProductCode in the RSF file.

4. Unique ID

A five-digit hexadecimal unique ID (specified by Nintendo) for identifying each application. Like the product code, the unique ID is a fixed code assigned for the application. Confirm that the unique ID displayed here matches the one specified by Nintendo. This item is normally identical to the same item in the CFA tags.

This item is configured from TitleInfo -> UniqueId in the RSF file.

5. Index

When the application type (6) is a Download Play child or a Demo, the application's index is displayed. This item is disabled for other application types. This item is normally identical to the same item in the CFA tags.

This item is configured from TitleInfo -> ChildIndex or DemoIndex in the RSF file.

6. Application type

The application type. There are the following types.

a) Normal application

A normal, generic application.

b) Download play child

A Download Play child application. This type assumes that you will be checking the issues for a Download Play child application using the CTR Master Editor, but that you will not use Master Editor to submit this type of application.

c) Demo

A Downloadable Application Demo.

This item is normally identical to the same item in the **CFA** tab.

This item is configured from TitleInfo -> Category in the RSF file.

7. Content size

The size of the CXI.

Hash Value (CRC32)

8. Content total

An eight-digit hexadecimal number representing the CRC32 value calculated from all content in the entire CXI.

Additional Information

9. Remaster version

The application's remaster version.

This item is configured from SystemControlInfo -> RemasterVersion in the RSF file.

10. Save data size

For downloadable applications, this indicates the size of the save data region allocated on an SD card. This is the size of a save data region allocated on the SD card, including a control region, and is different from the size of the save data actually used by the application.

Configure this item in Rom -> SaveDataSize.

Note: The backup memory size for card applications was moved to the **Backup Memory** section of the **CCI** tab. Please see that section for more information.

11. Expanded save data number

The expanded save data number used to distinguish the expanded save data used by this application. If this application is the only one that uses the expanded save data, this value is identical to the application's unique ID. If multiple applications use the expanded save data, one of their unique IDs is configured in the RSF file (representing all of the applications) and is displayed here. If another application's unique ID is set here, you must enter information related to that application—which shares the expanded save data—in the separate checklist.

This item is configured from AccessControlInfo -> UseExtSaveData and AccessControlInfo -> ExtSaveDataNumber in the RSF file.

12. Expanded save data ID

The expanded save data ID for identifying the expanded save data used by the application. This ID is usually generated from the expanded save data number at build time.

13. Logo type

The logo type held by this application. The following are the types of logos.

a) Nintendo

The logo used by Nintendo titles.

b) Distributed by Nintendo

The logo used by titles published, but not developed, by Nintendo.

c) Licensed by Nintendo

The logo used by all other titles.

d) iQue

The logo used by titles in the China market region.

This item is configured from BasicInfo -> Logo in the RSF file.

14. CPU clock

Information about the CPU clock.

a) Triple speed possible

Whether the mode where the CPU clock runs at three times the CTR clock speed is available on SNAKE hardware.

Build Information

15. Build type

The application's build type. Displays **Release** for a Release build; **Debug or Development** for a Debug or Development build.

16. SDK version

The version of the CTR-SDK used to develop the application.

Access control information

17. File system

Information related to an application's file system access permissions.

a) Debug

Whether Debug permissions have been configured for file system access.

This item is configured from FileSystemAccess -> Debug in the RSF file.

b) Direct SDMC

Whether direct read and write operations to the SD card are allowed. Select this option when accessing the SD card only through a library provided by Nintendo, such as ImageDB.

This item is configured from FileSystemAccess -> DirectSdmc in the RSF file.

c) Direct SDMC (Write only)

Whether direct write operations to the SD card are allowed. Select this option when not using a library provided by Nintendo. Select **Direct SDMC** instead of this option when using a library such as ImageDB.

This item is configured from `FileSystemAccess` -> `DirectSdmcWrite` in the RSF file.

d) UseOtherVariationSaveData

Whether save data can be accessed from another application with the same unique ID.

This item is configured from `AccessControlInfo` -> `UseOtherVariationSaveData` in the RSF file.

e) OtherUserSaveDataId1, OtherUserSaveDataId2, OtherUserSaveDataId3

Whether save data can be accessed from other applications with the unique ID values shown in each item.

This item is configured from `AccessControlInfo` -> `OtherUserSaveDataId1` (through `OtherUserSaveDataId3`) in the RSF file.

f) AccessibleSaveDataIds

Whether save data can be accessed from other applications with the unique ID values shown in each item.

This item is configured from `AccessControlInfo` -> `AccessibleSaveDataIds` in the RSF file.

Region and Rating Information

Information specific to the application's region and ratings. This information is specified in the banner spec file (BSF file).

18. Region

Information about the application's region (market). Check boxes are selected for one or more of the following specified regions: **Japan, USA, Europe+Australia, China, South Korea, and Taiwan**.

This item is configured from `Region` in the RSF file.

19. Rating not required

As an exception for some applications, a decision might be made that a rating does not need to be displayed. For such applications, this check box must be selected. Applications for which this check box is selected are not affected by launch restrictions for ratings configured under Parental Controls settings. In addition, for all the items in 20, the ratings for all the agencies in the specified regions will display **Rating not required**.

This item is configured from `RatingRequired` in the BSF file.

20. Ratings

Information about the application's rating.

In principle, CTR applications must receive ratings from ratings agencies in the countries in which they are to be sold. Get a rating from the appropriate agency or agencies before submitting master data.

This item is configured from CERO, ESRB, and various other ratings in the BSF file.

Note: If the application's CERO rating is Educational & Database, make sure that CERO is set to **A (All ages)** in CTR Master Editor, and write **CERO rating is Educational & Database** in the Comments field.

HOME Menu display information

Settings related to CTR menu display. These settings are specified in the banner specification (BSF) file.

21. Settings

a) EULA

Select this item when your application is configured to require that the user agree to a EULA (the Nintendo 3DS Service User Agreement) when the application starts. (When this check box is selected, the application will not start if the user does not agree to the EULA.)

This item is configured from AgreeEuLa in the BSF file.

b) ExBanner

Select this item when your application is configured to use contextual banners.

This item is configured from ExBanner in the BSF file.

c) ULCD

Select this item when your application is configured to notify the user in the CTR menu that it is using stereoscopic display. When this check box is selected, the user is notified that the application uses stereoscopic display.

This item is configured from ULcd in the BSF file.

d) SaveData

Select this item when your application is configured to display a warning specific to save data when it is closed from the HOME Menu.

This item is configured from SaveData in the BSF file.

e) AutoSave

Select this item when, for the save data warning, your application is configured to display a message indicating that data is automatically saved.

This item is configured from AutoSave in the BSF file.

f) AutoBoot

Select this item when your application is configured to start automatically after the power to the CTR system is turned on.

This item is configured from AutoBoot in the BSF file.

g) DisableSaveDataBackup

Select this item to set the system so that save data cannot be backed up from the HOME Menu or System Settings.

This item is configured by DisableSaveDataBackup in the BSF file.

h) EnableMiiverseJumpArgs

Select this item if the application is configured to support jumps from Miiverse with arguments specified.

This item is configured by EnableMiiverseJumpArgs in the BSF file.

i) SNAKEOnly

Select this item if the application is configured to be a SNAKE-only application.

This item is configured by SNAKEOnly in the BSF file.

22. Icons

The application's two icons, large and small.

This item is configured from BigIconFile and LittleIconFile in the BSF file.

23. Title name

Clicking the **Show** button opens a separate window listing the names of titles in the various languages.

This item is configured from XXLongName, XXShortName, and XXPublisher in the various languages of the BSF file (the "XX" portion differs depending on the language).

24. CecUniqueId (StreetPass Unique ID)

The application's StreetPass unique ID as a five-digit hexadecimal number.

This item is configured by CecUniqueId in the BSF file.

25. StreetPass ID

The application's StreetPass ID as an eight-digit hexadecimal number.

This item is configured based on CecUniqueId in the BSF file.

26. JoinGameId

The application's join-in game ID as an eight-digit hexadecimal number.

This item is configured by JoinGameId in the BSF file.

27. JoinGameModeMask

The application's join-in game mode mask as a 16-digit hexadecimal number.

This item is configured by JoinGameModeMask in the BSF file.

28. ISBN

The application's ISBN.

This item is configured by ISBN in the BSF file.

29. HTDJH

The application's China-specific classification code.

This item is configured by HTDJH in the BSF file.

30. XCSZ_L

The application's China-specific classification code for display on the left.

This item is configured by XCSZ_L in the BSF file.

31. XCSZ_R

The application's China-specific classification code for display on the right.

This item is configured by XCSZ_R in the BSF file.

6.7 CFA

The **CFA** tab displays some of the information held by the CFAs that exist within the loaded data file. Use it to confirm the data file's specifications. **Each of the items are configured (by the RSF or other files) when the data file is created.** Multiple CFAs within a data file are displayed in multiple **CFA** tabs as **CFA 1**, **CFA 2**, and so on. Any issues are displayed in the **Error info** tab. Some of the items are included in the submission sheet. For more information about each of the items and on how they are configured, see the documentation included with the CTR-SDK.

In addition, there are the following types of CFAs, depending on the data stored within them.

1. E-manuals
2. Download play child applications
3. Add-on content (metadata content)

The **CFA** tabs display differently depending on the data stored in the CFAs. When storing items 1 and 2, see 6.7.1 E-Manuals and Download Play Child Applications; when storing item 3, see 6.7.2 Add-On Content.

6.7.1 E-Manuals and Download Play Child Applications

The display for CFAs storing e-manuals and download play child applications is as follows.

This tab displays information about a single CTR file archive (CFA) in the data.

① Content index: 1

② Content type: E-manual

Common information

③ Unique ID: BBBBB (hex)

④ Index: 0

⑤ Application type: Normal application

⑥ Content size: 73728 bytes

⑦ Hash value (CRC32): D2D8F61D (hex)

HOME Menu display information

⑩ ☒ Show the e-manual when pre-sold

⑧ File list

Filename	Type	UniqueID	Index	Ver.	SDK ver.	CRC32
/Manual.bcma						

⑨ E-manual

Lang code	Region	Language
CHN_sc	China	Simplified Chinese
EUR_au	Europe	English (Australia/New Zealand)
EUR_da	Europe	Danish
EUR_de	Europe	German
EUR_el	Europe	Greek
EUR_en	Europe	English
EUR_es	Europe	Spanish
EUR_fi	Europe	Finnish
EUR_fr	Europe	French

All operations have completed.

1. Content index

The index position of the CFA within the CCI file or the CIA file.

With a CIA file, the index position is automatically set by the build system.

With a CCI file, the index position is either automatically set by the build system, or else it can be specified by INDEX in the "-content CONTENTS PATH:INDEX" option in ctr_makerom.

2. Content type

The type of CFA. There are the following types.

a) E-manual

A CFA that stores an e-manual.

b) Download play child

A CFA that stores a Download Play child application.

Common Information**3. Unique ID**

A five-digit hexadecimal unique ID (specified by Nintendo) for identifying each application. Like the product code, the unique ID is a fixed code assigned for the application. Confirm that the unique ID displayed here matches the one specified by Nintendo. This item is normally identical to the same item in the CXI and other CFA tags.

4. Index

When the **Application type** (5) is **Download Play child**, **Demo**, or **Add-on content**, this item displays the child application's index. This item is disabled for other application types. This item is normally identical to the same item in the other CXI and CFA tabs.

5. Application type

Displays the application type. There are the following types.

a) Normal application

A normal, generic application.

b) Download Play child

A Download Play child application. This type of application is based on the assumption that child application issues for Download Play are checked using CTR Master Editor. Applications of this type are not submitted independently as master data.

c) Demo

A download application demo. This item is normally identical to the same item in the other **CXI** and **CFA** tabs.

6. Content size

The size of the CFA.

Hash Value (CRC32)**7. Content total**

An eight-digit hexadecimal number representing the CRC32 value calculated from the entire CFA.

File List**8. File list**

A list of information about the files included in the CFA.

a) Filename

The filename.

b) Type

When the file is in CIA format, displays the application type of the CXI included in that CIA. This item is blank for other file formats.

c) UniqueID

When the file is in CIA format, displays the CIA's unique ID. This item is blank for other file formats.

d) Index

When the file is in CIA format, displays the CIA's index. This item is blank for other file formats.

e) Version

When the file is in CIA format, displays the CIA's remaster version. This item is blank for other file formats.

f) SDK ver.

When the file is in CIA format, displays the version of the CTR-SDK used to develop that application. This item is blank for other file formats.

g) CRC32

When the file is in CIA format, displays an eight-digit hexadecimal CRC32 value that is calculated from the entire CIA file. This item is blank for other file formats.

E-Manual**9. E-manual**

When an e-manual exists within the CFA, the languages supported by that e-manual are listed.

a) Lang code

The names of languages supported by the e-manual. Each of these names is normally formatted as a three-letter code indicating the market, followed by a two-letter code indicating the language.

b) Region

The market determined by the three-letter code indicating the market in the **Lang code**. If an unknown combination of letters is used, this item is left blank.

c) Language

The language determined by the two-letter code indicating the language in the **Lang code**. If an unknown combination of letters is used, this item is left blank.

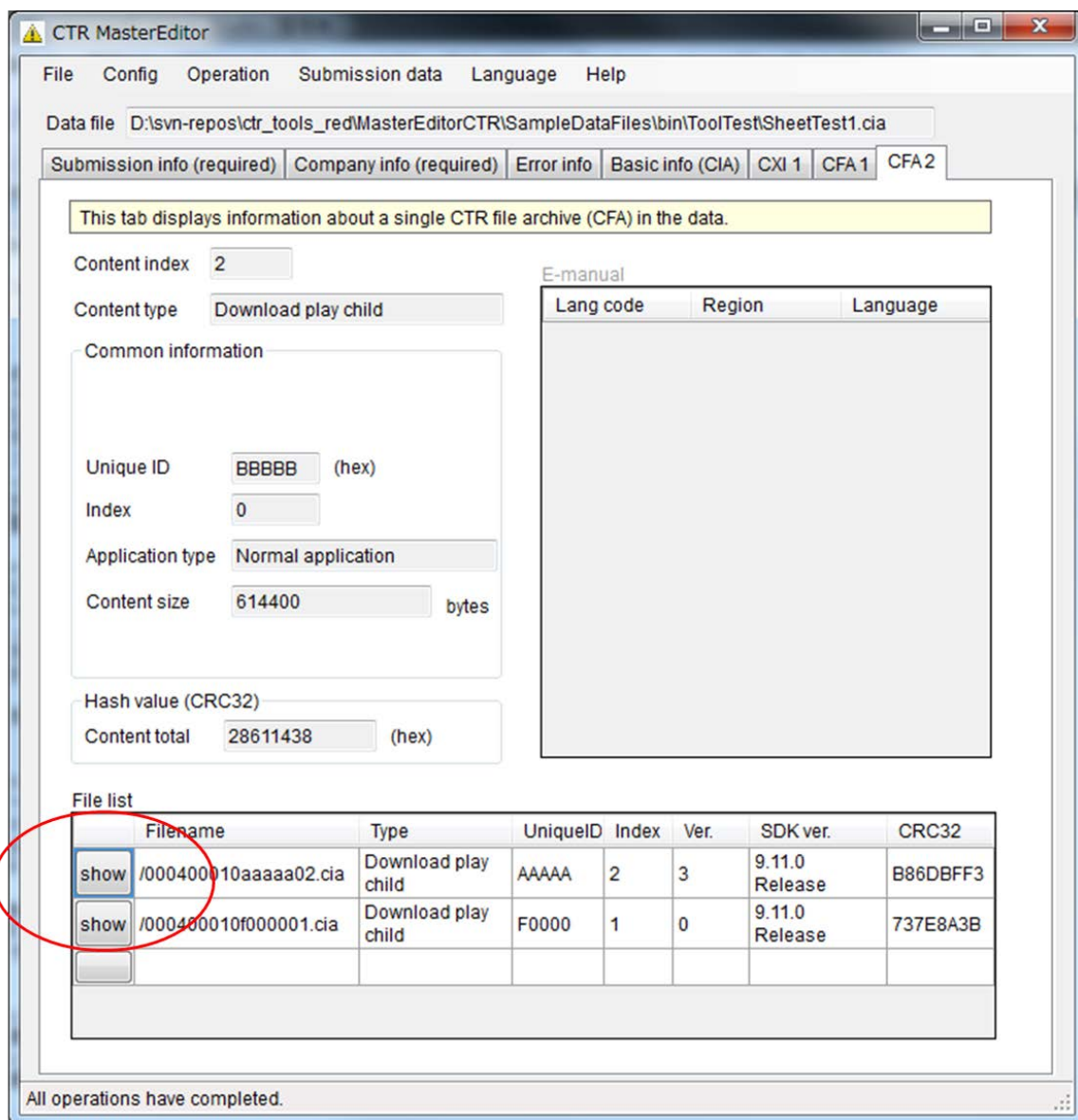
HOME Menu display information

10. Show the e-manual when pre-sold

If the CFA stores an e-manual, indicates whether to show the e-manual from the HOME Menu at the time of pre-order. If the CFA stores a Download Play child, this field is disabled.

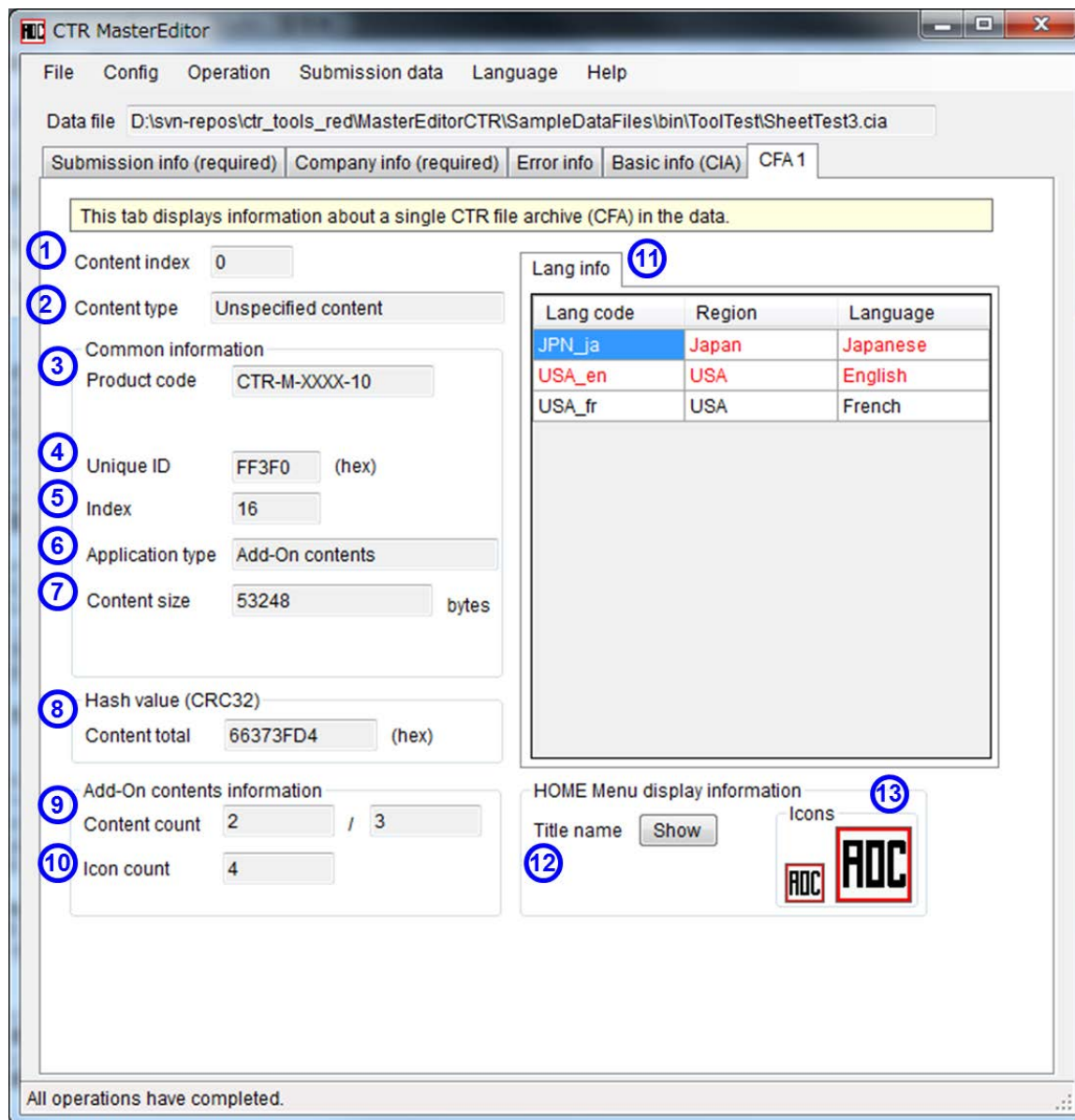
Detailed Display of Download Play Child Application Stored in a CFA

This item allows you to check detailed information about a Download Play child application displayed in the **File list**. When you click the **Show** button to the left of a CIA filename, a new window showing more detailed information about that CIA file is displayed (see below). As needed, the **Basic info (CCI)**, **Basic info (CIA)**, **CXI** and **CFA** tabs are displayed, and any issues that need to be fixed in the data file appear on the **Error info** tab.



6.7.2 Add-On Content

With add-on content, the only information displayed is for the CFA for metadata content stored at content index 0. The **CFA** tab is not displayed for CFAs for other content. CFAs that store metadata content are displayed as follows.



1. Content index

The index position of the CFA within the CCI file or the CIA file.

2. Content type

The type of CFA. There is the following content type.

a) Unspecified content

A CFA that stores other data. This option is displayed for add-on content.

Common Information

3. Product code

A code (specified by Nintendo) up to 16 characters long that identifies each application. The product code is a unique code assigned separately to each application. Confirm that the value displayed here matches the product code specified by Nintendo.

This item is configured by BasicInfo → ProductCode in the RSF file.

4. Unique ID

A five-digit hexadecimal unique ID (specified by Nintendo) for identifying each application. Like the product code, the unique ID is a unique code assigned for the application. Confirm that the unique ID displayed here matches the one specified by Nintendo.

This item is configured by TitleInfo → UniqueId in the RSF file.

5. Index

The application's index.

This item is configured by TitleInfo → Variation in the RSF file.

6. Application type

The application type. There is the following content type.

a) Add-on Content

Add-on content.

7. Content size

The size of the CFA.

Hash Value (CRC32)

8. Content total

An eight-digit hexadecimal number representing the CRC32 value calculated from the entire CFA.

Add-On Content Information

9. Content count

The content count stored in this CIA file and the content count for the entire data title, respectively.

10. Icon count

The number of icons stored in the CFA.

Language Information

11. Lang info

The languages set for the add-on content. The language specified as the default is displayed in red.

HOME Menu display information

As with the **CXI** tab, the settings related to the display in the CTR menu are displayed. These settings are specified in the banner spec file (BSF file).

12. Title name

Click the **Show** button to list the name of the application in each language in a separate window.

This item is set using the `XXLongName`, `XXShortName` and `XXPublisher` (where `XX` differs for each language) for each language in the BSF file.

13. Icons

The large and small icons used by the add-on content.

This option is set using the `BigIconFile` and the `LittleIconFile` in the BSF file.

Revision History

Version	Revision Date	Category	Description
—	2017-04-17	Changes	6.4 Basic Information (CCI) Updated the description of Card Device and Backup Memory.
—	2016-06-14	Changes	6.4 Basic Information (CCI) Added information about Backup Memory. 6.6 CXI Added information regarding Backup Memory for the CCI tag in Save Data Size.
—	2015-09-14	Changes	6.6 CXI Added a description of Direct SDMC and Direct SDMC (Write only).
—	2015-02-25	Changes	- Unified Japanese terminology for the e-manual. (English terminology is not affected.) 6.6 CXI Added a description of CPU clock. 6.7.1 E-Manuals and Download Play Child Applications Added a description of HOME Menu display information.
		Additions	5.5.5 Verifying Whether a desc Was Used to Create the Data File
—	2014-12-09	Changes	6.6 CXI Added "SNAKE-Only." Deleted a note about "Supports Jumps from Miiverse with arguments specified."
—	2014-06-23	Changes	6.6 CXI Added "Supports Jumps from Miiverse with arguments specified." Deleted a note about AccessibleSaveDataIds.
		Deletions	6.4 Basic Information (CCI) Deleted Platform. 6.5 Basic Information (CIA) Deleted Platform. 6.6 CXI Deleted Company Code, Content Platform. 6.7.1 E-Manuals and Download Play Child Applications Deleted Content Platform. 6.7.2 Add-On Content Deleted Company Code, Content Platform.
—	2013-06-14	Changes	6.5 Basic Information (CIA) Added descriptions of space required for importing. 6.6 CXI Added description of AccessibleSaveDataIds.

Version	Revision Date	Category	Description
—	2013-03-26	Changes	6.1 Submission info (required) Added information about the submission reason for patches. 6.6 CXI Added description of DisableSaveDataBackup.
—	2013-01-22	Changes	5.5.5 Saving Submission Information 5.5.6 Saving Company Information Added information about saving Submission info and Company info. 6.6 CXI Added description of StreetPass Unique ID.
—	2012-12-11	Changes	6.1 Submission info (required) Added a note to General Sales about selecting sales methods.
—	2012-07-23	Changes	6.2 Company info (required) Added a form for entering the company code. 6.6 CXI 6.7.2 Add-On Content Corrected the explanation of the company code in line with the changes in how it will be used.
—	2012-06-21	Changes	6.1 Submission info (required) Added note about what to enter for the release date for patches.
—	2012-04-27	Changes	6.1 Submission info (required) Added Patch to the application purpose.
—	2012-02-06	Changes	6.6 CXI Added UseOtherVariationSaveData and OtherUserSaveDataId1-3 to the access control information. 6.7 CFA Revised items that previously displayed the title version to show the remaster version instead for included content in CIA format.
		Deleted	Deleted the version information of the document.
2.2	2011-12-26	Changes	6.6 CXI Added expanded save data ID to add-on information. - Added iQue to logo types. - Revised text to reflect new support for regions of China, South Korea, and Taiwan. - Added ISBN, HTDJH, XCSZ_L, and XCSZ_R items to HOME Menu information.
		Additions	5.5.5 Command-line Tool

Version	Revision Date	Category	Description
2.1	2011-12-06	Changes	• 6.4 Basic Information (CCI) Removed warning about card devices. • 6.6 CXI Deleted CCI and CIA major version note from Remaster version. Added description about types only displayed for CXI. Added description of expanded save data demos. • 6.7 CFA Changed "required content" to "metadata content." • 6.7.1 E-Manuals and Download Play Child Applications Deleted Product code and Company code. Added description of just the types displayable for e-manuals and Download Play child applications. Revised descriptions for unique ID, Index, and Application type. Changed display procedure in Detailed Display of Download Play Child Application Stored in a CFA. • 6.7.2 Add-On Content Added descriptions of items 1 through 10.
2.0	2011-11-10	Changes	• 5.5.1 Outputting the Contents of the Data File Added information about outputting the content of add-on content. • 6.1 Submission info (required) Added Downloadable Demo and Add-On contents to Application purpose. Added a caution to Other under Application purpose. • 6.6 CXI Added information about the Content index. Added Downloadable Demo and Add-on content to Index. Added Demo and Add-on Content to Application type. • 6.7 CFA Added information about the Content index. Added Unspecified content to Content type. Added Downloadable Demo and Add-on content to Index.
		Additions	• 6.7.1 E-manuals and Download Play Child Applications • 6.7.2 Add-On Content

Version	Revision Date	Category	Description
1.9	2011-09-07	Changes	3.1 Structure of CTR Data Files Removed text stating that e-manuals cannot be used with CCI files. 5.1.1 Drag-and-Drop Loading Fixed typos in Japanese version only. 6.1 Submission info (required) Revised descriptions while showing examples of actual updates. Added information separately for card-based software and downloadable applications to explain when Revised submission, Remaster submission, and Update without changing the application itself are selected. 6.6 CXI Added information about the join-in game mode mask.
1.8	2011-06-24	Changes	6.1 Submission info (required) Added description of CTR interactive retail kiosk (networked) to Application purpose. Added description of Changed content. Revised text for Submission reason consequent to addition of Changed content selection.
1.7	2011-04-21	Changes	6.1 Submission info (required) Added descriptions of 3D Classics and Virtual Console to Application purpose Under Submission reason, changed Update e-manual only to Update without changing the application itself. Changed Notify user of update to User requires update. 6.6 CXI Added note about the CERO rating Educational & Database.
		Additions	5.5.2 Selecting Whether to Calculate Hash Values When Loading Data Files 5.5.3 Outputting the Content of a Form
		Deleted	1.2 Supported Versions of the CTR-SDK Deleted note about download applications not being supported.
1.6	2011-04-06	Changes	5.5.1 Outputting the Contents of the Data File Changed descriptions to match changes to the output format. 6.1 Submission info (required) Added a description of Not-for-sale Game Card, CTR interactive retail kiosk (stand-alone), and Nintendo 3DS Download Software. 6.4 Basic Information (CCI) Added a description of Card device. 6.6 CXI Added a description of Direct SDMC (Write only).

Version	Revision Date	Category	Description
		Deleted	6.5 Basic Information (CIA) Removed a note related to downloadable applications. 6.6 CXI Removed a description of the firmware version because the GUI items have changed.
1.5	2011-01-07	Changes	1.2 Supported Versions of the CTR-SDK Noted that CTR downloadable applications are not supported at the present time. 6.4 Basic Information (CCI) Noted that developers do not need to worry about the minor and micro versions of titles. Added information about setting the various items in the RSF file. 6.5 Basic Information (CIA) Noted that developers do not need to worry about the minor and micro versions of titles. 6.6 CXI Added information about setting the various items in the RSF file. Changed "CTR menu display information" to "HOME Menu display information." Added mention of Auto-Boot.
		Additions	5.2.3 Changing Name of Data File to Adhere to Naming Rules 5.5 Other Features
1.4	2010-12-14	Changes	- Terminology Changed the term used for "child application" in the Japanese document. No change to the English version. 1.2 Supported Versions of the CTR-SDK Changed the supported versions of the CTR-SDK to 0.14.9 and later. 6.6 CXI Changed "Published (Distributed) by Nintendo" to "Distributed by Nintendo" 6.7 CFA Changed "Download child" displayed under "Content type" to "Download child application." Changed screenshot samples.
1.3	2010-12-01	Changes	6.6 CXI Added information about the product code and company code for Download Play child applications. 6.7 CFA Added text related to update partitions.

Version	Revision Date	Category	Description
1.2	2010-11-17	Changes	• Terminology Changed "NAND application" to "downloadable application." • 1 Introduction Changed the structure of the chapter and its subsections and added a description of the supported versions of the CTR-SDK. • 5 Using the CTR Master Editor Revised figures. • 5.1 Loading a Data File Added a note related to loading large data files. • 5.1.3 Loading With a Command Line Specification Added a figure showing an example of command-line execution. • 6.1 Submission info (required) Added information about the submission version and submission reason, which were added to the UI. • 6.6 CXI Added information about access control, which was added to the UI.
1.1	2010-10-29	Changes	• 2 Installing and Uninstalling Revised content in conjunction with decision to remove setup.exe from the package. • 5.2 Confirming the Content of Data Files Added new sections for confirming the content of applications and child applications for download distribution; revised content. • 6.1 Submission info (required) Deleted notation on backup memory. • 6.3 Error info Added information specific to confirming issues in child applications for download distribution. Added information specific to the display of a separate window from the Error info tab. • 6.4 Basic Information (CCI) Made additions in conjunction with the addition of the title version item. • 6.6 CXI Revised content in conjunction with changes to the form. • 6.7 CFA Revised content in conjunction with changes to the form. Added information specific to the display of detailed information for child applications for download distribution.
		Additions	• 3 Before Using • 4 Language Settings • 5.1.3 Loading With a Command Line Specification • 5.2.2 Confirming the Content of Child Applications for Download Distribution
1.0	2010-09-30	—	Initial version.

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